

COURSE: Digital Media	GRADE(S): 10-12
UNIT: Video Editing – Basics Review	

<p>NATIONAL STANDARDS: Achievement Standard: Identify, select, evaluate, use, application software; diagnose and solve problems occurring from an application software’s installation and use.</p> <p>Level 1-4 – Performance Expectations:</p> <ul style="list-style-type: none"> • Explain the meaning of common technology terms • Identify and apply principles and techniques of graphics design • Use a variety of software packages to design, create, import data/graphics/scanned images, format, and produce a variety of graphics-based products <p>Level 3-4 – Performance Expectations:</p> <ul style="list-style-type: none"> • Identify and select various imaging software and hardware appropriate for tasks • Use various forms of imaging software and hardware to produce documents and compound documents • Use software as tools to solve organization problems

<p>STATE STANDARDS: To teach and apply concepts and skills in current and emerging technology areas including document processing, computer application software, networking, multimedia production, Internet, and business programming.</p>
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<p>UNIT OBJECTIVES:</p> <p>1. Basic Skills Review</p> <ul style="list-style-type: none"> • Create a movie • Add music • Add sound effects • Add voiceover • Adjust color • Add titles • Cropping and rotating images

<p>ACTIVITIES:</p> <ul style="list-style-type: none"> • Concepts Review • Skills Review <p>RESOURCES:</p> <ul style="list-style-type: none"> • Internet • Editing Digital Video : The Complete Creative and Technical Guide by Robert M. Goodman and Patrick McGrath 	<p>ASSESSMENTS:</p> <ul style="list-style-type: none"> • Teacher Observation • Projects <p>REMEDIATION/MODIFICATIONS:</p> <ul style="list-style-type: none"> • Peer Tutoring • Teacher/Student • IEP Information <p>ENRICHMENT:</p> <p>Independent challenges</p>
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COURSE: Digital Media	GRADE(S): 10-12
UNIT: Video Editing – Advanced Skills	

<p>NATIONAL STANDARDS: Achievement Standard: Identify, select, evaluate, use, application software; diagnose and solve problems occurring from an application software’s installation and use.</p> <p>Level 1-4 – Performance Expectations:</p> <ul style="list-style-type: none"> • Explain the meaning of common technology terms • Identify and apply principles and techniques of graphics design • Use a variety of software packages to design, create, import data/graphics/scanned images, format, and produce a variety of graphics-based products <p>Level 3-4 – Performance Expectations:</p> <ul style="list-style-type: none"> • Identify and select various imaging software and hardware appropriate for tasks • Use various forms of imaging software and hardware to produce documents and compound documents • Use software as tools to solve organization problems

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<p>UNIT OBJECTIVES:</p> <ol style="list-style-type: none"> 1. Create storyboards 2. Import and export digital images and animations 3. Use cameras, stabilization devices and other video/audio equipment 4. Use various elements of video editing including: transitions, effects, graphics 5. Use various lighting techniques 6. Use audio, ambient sound, music, narration and sound effects for video production 7. Use various types of measurement especially related to time 8. Utilize correct terminology and processes used in video production
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<p>ACTIVITIES:</p> <ul style="list-style-type: none"> • Concepts Review • Skills Review <p>RESOURCES:</p> <ul style="list-style-type: none"> • Internet • Focal Easy Guide to Final Cut Pro 5: For New Users and Professionals (Focal Easy Guide) by Rick Young (Paperback - Nov 9, 2005) 	<p>ASSESSMENTS:</p> <ul style="list-style-type: none"> • Teacher Observation • Projects <p>REMEDIATION/MODIFICATIONS:</p> <ul style="list-style-type: none"> • Peer Tutoring • Teacher/Student • IEP Information <p>ENRICHMENT:</p> <p>Independent challenges</p>
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COURSE: Digital Media	GRADE(S): 10-12
UNIT: Video Editing – Post Production	

<p>NATIONAL STANDARDS: Achievement Standard: Identify, select, evaluate, use, application software; diagnose and solve problems occurring from an application software’s installation and use.</p> <p>Level 1-4 – Performance Expectations:</p> <ul style="list-style-type: none"> • Explain the meaning of common technology terms • Identify and apply principles and techniques of graphics design • Use a variety of software packages to design, create, import data/graphics/scanned images, format, and produce a variety of graphics-based products <p>Level 3-4 – Performance Expectations:</p> <ul style="list-style-type: none"> • Identify and select various imaging software and hardware appropriate for tasks • Use various forms of imaging software and hardware to produce documents and compound documents • Use software as tools to solve organization problems

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<p>UNIT OBJECTIVES:</p> <ol style="list-style-type: none"> 1. Import graphics from other programs 2. Animate layers 3. Apply Text and colors 4. Create zoom and pan effects 5. Combine layers of video, audio, stills, and animation 6. Render effects 7. Render compositions

<p>ACTIVITIES:</p> <ul style="list-style-type: none"> • Concepts Review • Skills Review <p>RESOURCES:</p> <ul style="list-style-type: none"> • Internet • Adobe After Effects CS3 Professional Classroom in a Book by Adobe Creative Team 	<p>ASSESSMENTS:</p> <ul style="list-style-type: none"> • Teacher Observation • Projects <p>REMEDIATION/MODIFICATIONS:</p> <ul style="list-style-type: none"> • Peer Tutoring • Teacher/Student • IEP Information <p>ENRICHMENT:</p> <p>Independent challenges</p>
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COURSE: Digital Media	GRADE(S): 10-12
UNIT: 3-D Animation	

<p>NATIONAL STANDARDS: Achievement Standard: Identify, select, evaluate, use, application software; diagnose and solve problems occurring from an application software's installation and use.</p> <p>Level 1-4 – Performance Expectations:</p> <ul style="list-style-type: none"> • Explain the meaning of common technology terms • Identify and apply principles and techniques of graphics design • Use a variety of software packages to design, create, import data/graphics/scanned images, format, and produce a variety of graphics-based products <p>Level 3-4 – Performance Expectations:</p> <ul style="list-style-type: none"> • Identify and select various imaging software and hardware appropriate for tasks • Use various forms of imaging software and hardware to produce documents and compound documents • Use software as tools to solve organization problems

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<p>UNIT OBJECTIVES:</p> <ol style="list-style-type: none"> 1. Create an axis using a variety of views and tools 2. Work with objects 3. Utilize lathe and extrusion editors 4. Import files from other programs 5. Cameras and lighting 6. Modeling 7. Timelines and Rendering 8. Exporting Animations

<p>ACTIVITIES:</p> <ul style="list-style-type: none"> • Concepts Review • Skills Review <p>RESOURCES:</p> <ul style="list-style-type: none"> • Internet • The Essential Blender: Guide to 3D Creation with the Open Source Suite Blender by Roland Hess • Introducing Character Animation with Blender by Tony Mullen, Ton Roosendaal, and Bassam Kurdali 	<p>ASSESSMENTS:</p> <ul style="list-style-type: none"> • Teacher Observation • Projects <p>REMEDIATION/MODIFICATIONS:</p> <ul style="list-style-type: none"> • Peer Tutoring • Teacher/Student • IEP Information <p>ENRICHMENT:</p> <p>Independent challenges</p>
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